

Abstract

Title of the thesis: The success of selected gaming activities in a match for the player function – forward in football with a view the differing performance on competition.

Objective of the thesis: Finding the frequency and success of selected individual actions offensive game character with gaming functions forward in football with a view to a different performance level of the competition.

Solving methods: For the analysis, the chosen method of indirect observation by video. Analyzed were selected games from the 2nd and 3rd highest Czech football league.

Results: Greater success in gaming activities " pass " and " taking the ball forward" was recorded for players in the 2nd highest competition, in comparison with players in the 3rd top competition. Conversely, in gaming activities " possession " and " the number of touches " were clearly more active players Benesov. Probably the biggest difference, we saw in game activities " headers fight " in favor of the players from the second league. Very low numbers we have seen in gaming activities " circumvention rival" in both competitions.

Key words: Soccer, forward, individual game performance, game activities, the percentage success rate, frequency, method of indirect observation.